ECSTATICA

PSYGNOSIS

NOT FOR RESALE

FOR BUNDLE PURPOSES ONLY - NOT TO BE SOLD SEPARATELY. **Must be purchased with computer hardware - Individual sale or purchase of this product may result in prosecution.**

EcstaticA

For the love of one
shall briefly disclose the matters of mine
which the Ancients do Alcayme call
or others, Alchemy.
Wherefore it is here, understand you shall,
this wonderful art and gift of the Almighty
which was never found by labour of man,
but it, by teaching or revelation began.

He, and more surely she, so as I find,
of noble mind, who
searched nature will find this art,
in manner of physik
and magic natural.
But
all these writings are very dark
despise all books and them defy
wherein is nothing but recipe and accipe
Few learned men within this realm
can tell thee aright what I do mean;
I could never find man but one,
which could teach me the secret of Alcayme
and that was the old man on the close of Tirich,
the guardian of our castle.

This olde philosopher wise
by wey of kind in sundry wise
a daemon made prisoner
of the stone circle.

This devil, one of the worst, so as I finde,
through our craft only could be defeated
the nature of evil
both in substance and in figure.
But teacheth the great worke
a foule labour,
not fit for lesser men or women,
in which if found great travail
with many perils and many a faille.

Whomsoever thou art that presumest to dive
into the fountain of work and hopes to obtain
by ambitious enterprise,
the reward of our arte,
I tell thee by the eternal creator
for a truth, for all truth -
being small is going far.

If thou keep thy secrets in store unto thy selve,
thou hast conquered the power
and all the devils thou holdyst at will,
maybe
for wise men done say store is no sore,
but women know more...

- Ecstatica, 928 AD

A Prelude...

I started out on my journey in good spirits, riding through the lowlands and enjoying the solitude, as my horse's hooves beat out a relaxing rhythm. Finding a waterfall above a deep pool I swam and refreshed myself, stretching out in the afternoon sun to dry. Perhaps we lingered too long, though... Trying to make up time, I pushed my stallion hard... too hard, and the rough country and burning heat took its toll on horse and rider.

Traveling through this part of the country is a demanding experience; treacherous mountain paths criss-cross endlessly, and more experienced riders than I have become hopelessly lost. The sun was starting its descent as we rode past a monastery, the twilight engulfing us in disturbing shadows. In the deepening gloom we found ourselves at a cross-roads just outside a small village... It had seemed the right thing to do at the time. With darkness falling, water and shelter were needed.

The village was on the far side of a small bridge. A short distance to travel, for sure, but as I crossed that bridge, the atmosphere seemed to change, as quickly as a thunderstorm can turn the weather on a summer's day. On reaching the other side, I could feel that something was amiss...

Everything was still, and quiet as the grave. There were no children playing, no women cooking an evening meal, no men joking or laughing on the way home from the tavern... what could be wrong?

A shop to my right looks harmless enough, but why is the door hanging from its hinges and what are those foul scrawls daubed on the walls?

What the...Oh my God.....

An objective...

You have arrived in a village that seems to be deserted. However, you'll soon discover that first appearances can be very deceptive.

The village of Tirich is under the influence of dark, supernatural forces that have manifested themselves in a menagerie of ghouls and demons.

Your survival depends upon your ability to discover why strange creatures prowl otherwise peaceful streets. You must free Tirich from this unholy spell, or perish trying.

A diary may provide some clues as to why these fearful events have come to pass, and that's as good a place as any to begin your quest...

Installation and Game Options

Installation choices and in-game options can be selected by using the mouse pointer and then clicking the appropriate box.

Installation

Place the CD in your CD-ROM drive. Type the letter of your CD-ROM drive followed by a colon and press ENTER. e.g. D:ENTER
Type INSTALL and press ENTER
Follow the on-screen instructions.
Select a sound card from the list of supported cards.
Select the directory that you want the game to install to e.g. default C:\ECSTATIC.
At this point you will be offered a choice of four installation levels. Select whichever suits you but remember that the speed and performance of the game depends on how much hard disk space you are willing to give up, i.e. the more disk space you sacrifice, the better the game will run.
Once installed, the game will be immediately playable.
In order to play the game on future occasions you must make the installed directory the current directory e.g. cd C:\ECSTATIC. Then type ECSTATIC and press ENTER.
Note that your CD-ROM drive must still be connected with the ECSTATICA CD in it even if you have fully installed the game to hard disk.

In-Game Options

At any point in the game you can press ESCAPE to access the in-game options.
A pop up menu with the following choices will appear on the screen:
[Start Game (male)] - restarts the game from the beginning
[Start Game (female)] - restarts the game from the beginning
[Save Game] - Gives you ten slots in which you can type a name and save a game
[Load Game] - Enables you to select any one of the ten saved games
[Options] - Selecting this will let you access another on-screen menu with the following choices:
Turn [music] on and off
Turn [speech] and [sound effects] on and off
Turn [subtitles] on and off
If you wish to alter the sound card settings or you want to install more of the game to hard disk, then key in the following commands:
Make the installed directory the current directory (e.g. cd C:\ECSTATIC).
Type SETUP and press ENTER. You can then choose from the list of soundcards or take up the option to install more of the game to hard disk. The game will then play with the new settings.

Controls

Ecstatica's controls, via the numeric keypad on your keyboard, remain consistent throughout the game.
You can move your character forwards in the direction that he/she is facing, via the '8' key, regardless of which viewing perspective the in-game editor offers you (i.e., regardless of whether you are moving into, or out of, the screen).

The keypad controls via the numeric keypad:

1 - Pick up, or put down, an object with your left hand (note that your character may only carry one object in either hand at any one time)
2 - Walk backwards
3 - Pick up, or put down an object with your right hand
4 - Turn left
5 - Dodge
6 - Turn right
7 - Hit with the left hand (or held object/weapon etc.)
8 - Walk forwards
9 - Hit with the right hand (object/weapon etc.)

Your character's movements can be customized by using the F1 to F12 keys. The three available movement modes are...

F1, F2, F3, F4 - Stealth (very useful for sneaking past enemies who are best not disturbed...)
F5, F6, F7, F8 - Walk (quicker than stealth, but not too fast for comfort)
F9, F10, F11, F12 - Run (might just get you out of trouble, but be careful you don't simply run out of the frying pan and into the fire)

Credits

Programming	Andrew Spencer
Animation & Story	Alain Maindron
Producer	Greg Duddle
Music & Sound Effects	PC Music
Sound Coordination	Phil Morris
Voice Characterization	Sharon Ashton Russ Lane Kevin McMahon
Product Manager	Pat Cain
Public Relations	Mark Blewitt Glen OíConnell
Packaging & Manual Design	Keith Hopwood Hesketh Design Market Force
Packaging & Manual Words	Keith Hopwood Hesketh Design Phil Sandock Paul Chapman
Playtesters	Huw Thomas Paul Charsley Paul Holmes Jenny Newby Gary Nichols
System Designed By	Andrew Spencer
Directed By	Andrew Spencer Alain Maindron
Illustration By	Carl Critchlow